

LIONS, AND TIGERS, AND BEARS...

AND DRAGONS... AND ZOMBIES... AND ROBOTS...

No matter what genre, time period, or setting your campaign takes place in, *The HERO System Bestiary* has creatures and monsters for you to use! Designed for use with any *HERO System* game, the *Bestiary* describes any sort of creature, animal, or monster you need for your game or character. Each one has notes about how to adapt it for different types of games, adventures, and characters. It includes:

- ⊗ Rules for creating and using animals in *HERO System* games
- ⊗ Over 120 monsters and fantastic beasts, such as demons, dragons, elementals, and manticores
- ⊗ Over 50 humanoid monsters, such as giants, goblins, orcs, trolls, and the undead
- ⊗ Over 40 Celtic and Asian monsters, such as faeries, chiang-shih, kappa, and tengu
- ⊗ Over two dozen Science Fiction, Horror, and movie monsters, such as robots and giant apes
- ⊗ Over 80 real-life animals
- ⊗ Options for many creatures, plus a system of Templates you can apply to any creature, giving you the ability to create hundreds more creatures with just a few seconds' work

Whatever type of monster or animal you're looking for, you'll find it in *The HERO System Bestiary!*



**HERO
SYSTEM
SIXTH EDITION**

THE HERO SYSTEM BESTIARY



THE HERO SYSTEM BESTIARY

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DEDICATION

To Osiris, the Small Fuzzy Guardian of the Universe, who continues to catch all the naps so I can keep writing.

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INTRODUCTION

From gigantic apes encountered by Pulp-era explorers, to strange alien creatures inhabiting distant planets, to ferocious “pets” supervillains use to attack superheroes, to the seemingly endless variety of mundane and fantastic beasts fought by Fantasy adventurers, animals are an important part of just about every roleplaying genre. To help *HERO System* GMs use monsters, animals, and creatures in their games, and create others unique to their own campaigns, *The HERO System Bestiary* presents over 300 of them with complete character sheets and descriptions, plus numerous option packages and Templates.

The *Bestiary* includes six chapters. The first, *Creatures In Your Game*, begins with a look at the role of animals in roleplaying game scenarios

— what they are, how they function within your game, and their uses by both players and GMs. Next, there’s an extensive discussion of how to create animals. This section not only goes over the Characteristics, Skills, Powers, and other game elements of the *HERO System* and describes how you can use them to build a monster or animal in game terms, it also provides numerous Templates you can add to a creature to alter it. Want to build a dragon that lives in icy arctic wastes, a cybernetically modified guard dog, a horse trained for battle, a demonic griffin, or a hawk with fire powers? Just add the appropriate Template and you’re ready to go. (There’s a separate set of Templates for humanoid monsters, too.) Lastly, Chapter One covers how to use creatures in

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player’s Guide*

HSMA: *HERO System Martial Arts*

